

## AOZ Studio Beta - Bug #661

### Mouse Screen isn't working. It always returns -1

02/09/2021 10:07 PM - Brian Flanagan

<b>Status:</b> Resolved	<b>Start date:</b> 02/09/2021
<b>Priority:</b> High	<b>Due date:</b>
<b>Assignee:</b>	<b>% Done:</b> 0%
<b>Category:</b>	<b>Estimated time:</b> 1:00 hour
<b>Target version:</b> 1.0.0 (B10) u16	
<b>Affected version:</b> 1.0.0 (B3)	

**Description**

Example:

```
Screen Open 1,1920,1080,32,Lowres
Palette 0,$FFFFFF : Ink 1 : Pen 1 : Paper 0 : Curs Off : Flash Off : Cls 0
Box 0,0 To 1919,1079
Do
  Locate 1,1 : Print Using "-###";Mouse Screen
  Locate 1,2 : Print Using "-###";X Mouse;
  Print " , " : Print Using "-###";Y Mouse
  Wait Vbl
Loop
```

The above code should display the index of the current screen under the mouse, but instead, it always returns -1. (I put the X Mouse, Y Mouse display there, to ensure the program was working.)

### History

#### #1 - 04/21/2021 10:25 AM - Brian Flanagan

Re-tested in 1.0.0 (B7) rev 4/19

Partially working now... but only the last screen defined is reported.

Example:

```
'
' All 4 screens IDs should be returned.
' Only Screen 3 is working (and out of bounds: -1)
' Screen 0,1,2 are not returned.
'
Gosub SetScreen
Cls 0 : Ink 1 : Box 0,0 To 1919,1079 : Box 1,1 To 1918,1078
Paper 0 : Locate 0,1 : Centre "SCREEN 0"

Screen Open 1,400,400,32,Lowres : Gosub SetScreen
Cls 2 : Screen Display 1,100,250
Paper 2 : Locate 0,1 : Centre "SCREEN 1"

Screen Open 2,400,400,32,Lowres : Gosub SetScreen
Cls 3 : Screen Display 2,550,250
Paper 3 : Locate 0,1 : Centre "SCREEN 2"

Screen Open 3,400,400,32,Lowres : Gosub SetScreen
Cls 4 : Screen Display 3,1000,250
Paper 4 : Locate 0,1 : Centre "SCREEN 3"

Screen 0
Do
  Locate 1,1 : Print Using "Mouse Screen: -#";Mouse Screen
  Locate 1,2 : Print Using "X Mouse: -###";X Mouse;
  Locate 1,3 : Print Using "Y Mouse: -###";Y Mouse
  Wait Vbl
Loop

SetScreen:
  Palette 0,$FFFFFF,$FF0000,$00FF00,$0000FF : Ink 1 : Pen 1 : Curs Off : Flash Off
```

Return

**#2 - 09/22/2021 10:21 AM - Brian Flanagan**

- *Status changed from New to Resolved*

- *Target version set to 1.0.0 (B10) u16*

Re-tested in 1.0.0 (B10) u16 (9/19)

It's working now.